**General**

1150 Gold Treasury

11 players must be purchased before buying a star player

If both teams have the same star player, the star sits the game out, and plays for neither side.

**Permitted inducements:**

· Team mascot (0-1)

· Bloodweiser keg (0-2)

· Bribe (0-3)

· Halfling Master Chef (0-1)

· Weather Mage (0-1)

· Wandering Apothecary (0-2)

· Mortuary Assistant (0-1)

· Plague Doctor (0-1)

· Biased Referee (0-1)

· Riotous Rookies (0-1)

· Bottles of Heady Brew (0-3)

· Star Players: variable availability per tier. SP cost per Star player can be found in the team creator on Tourplay.

Note on foul play:

A roster cannot induce bribes if there is a player with the Sneaky Git skill AND/OR the Secret Weapon skill. Goblin and Snotling teams have managed to find a "legal" way to avoid this rule, so they can induce bribes while their roster contains players with the Secret Weapon skill BUT NOT the Sneaky Git skill.

IMPORTANT NOTE ON SKILL STACKING:

Tourplay gets confused when it comes to the skill stacking model we are running here. We are removing the automatic 1SP cost for skill stacking, coaches will have to remember that stacking skills cost extra.

**Tier 1**

Amazon, Dark Elf, Dwarf, Lizardmen, Shambling Undead, Underworld Denizens

6 SP to spend as follows:

· Primary skill: 1 SP (no limit)

· Secondary skill: 2 SP (max 1)

· Stacked primary skill: additional cost of 1 SP (max 1)

· Star Player (2 SP) (max 1)

**Tier 2**

Chaos Dwarf, Norse, Orc, Skaven, Vampire, Wood Elf

7 SP to spend as follows:

· Primary skill: 1 SP (no limit)

· Secondary skill: 2 SP (max 1)

· Stacked primary skill: additional cost of 1 SP (max 1)

· Star Player (2 SP) (max 1)

**Tier 3**

Elven Union, High Elf, Human, Necromantic Horror, Slann, Tomb Kings

8 SP to spend as follows:

· Primary skill: 1 SP (no limit)

· Secondary skill: 2 SP (max 1)

· Stacked primary skill: additional cost of 1 SP (max 1)

· Star Player (2 or 4 SP) (max 1)

**Tier 4**

Black Orc, Chaos Chosen, Chaos Renegades, Imperial Nobility, Khorne, Nurgle, Old World Alliance

9 SP to spend as follows:

· Primary skill: 1 SP (no limit)

· Secondary skill: 2 SP (max 2)

· Stacked primary skill: additional cost of 1 SP (max 2)

· Star Player (2 or 4 SP) (max 1)

**Tier 5**

Goblin, Halfling, Ogre, Snotling

10 SP to spend as follows:

· Primary skill: 1 SP (no limit)

· Secondary skill: 2 SP (no limit)

· Stacked primary skill: additional cost of 1 SP (max 3)

· Extra Gold (1 SP = 20 gold, max treasury 1210, i.e., 3 SP spent)

· Star Player (up to 8 SP in total) (max 2)